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FOR "E845E860"

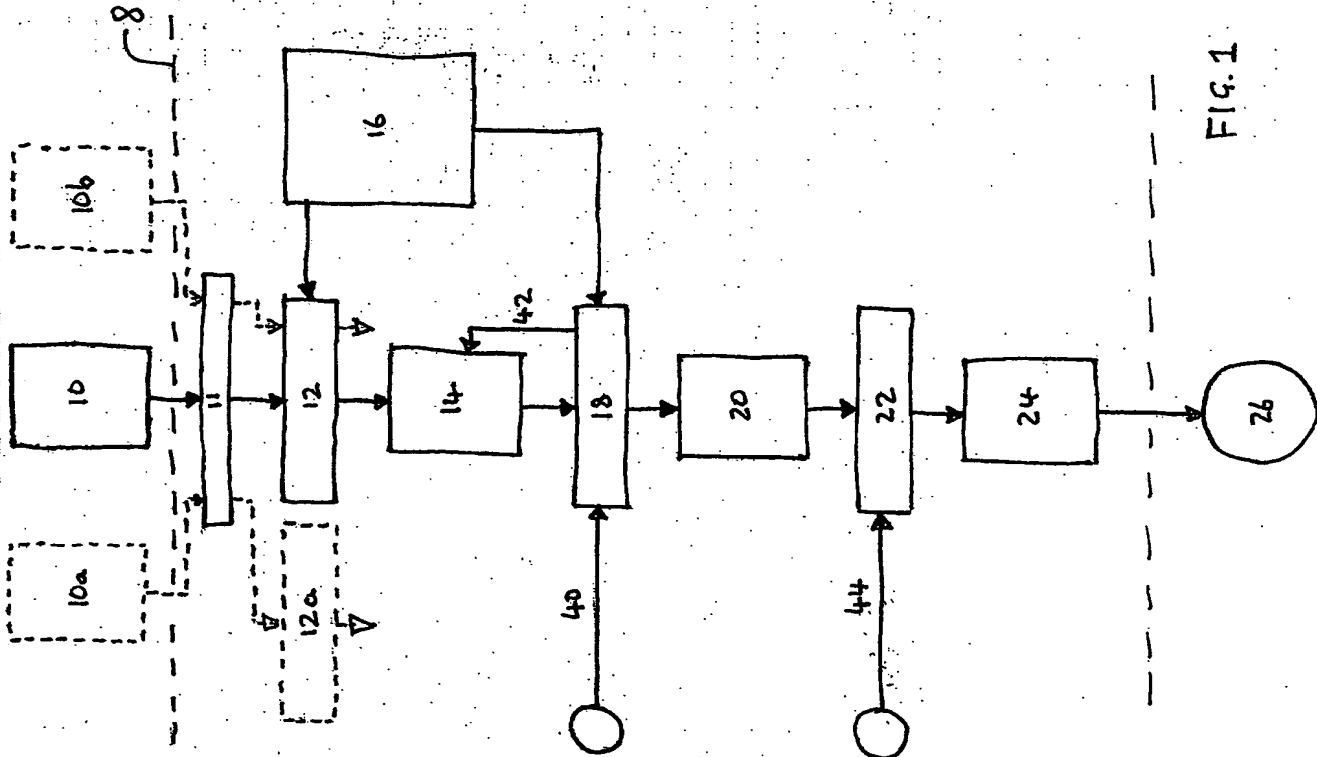


FIG. 2A

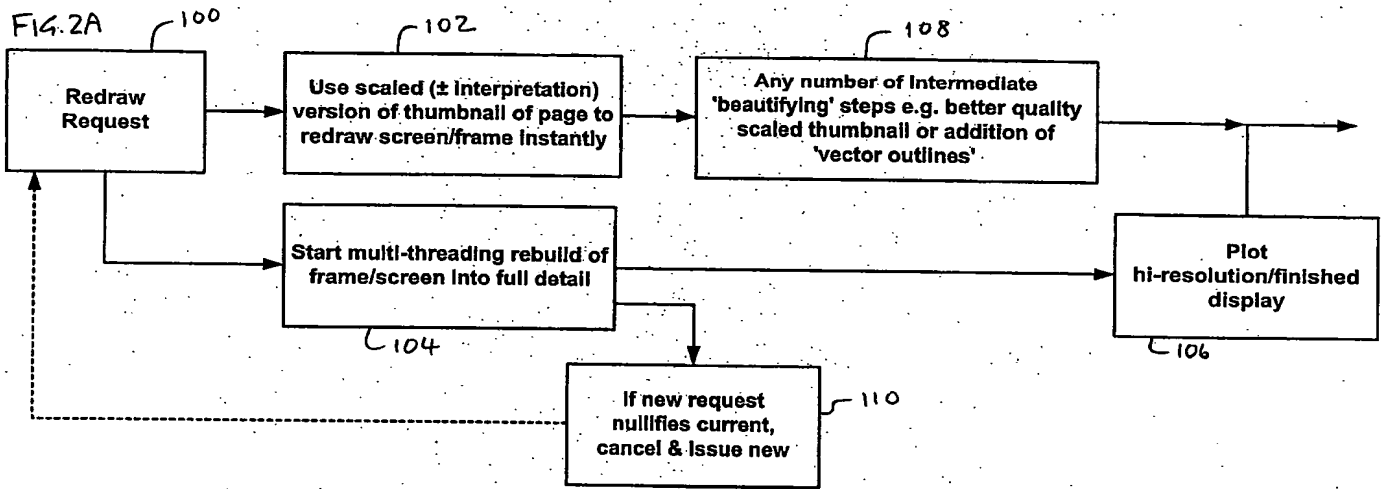
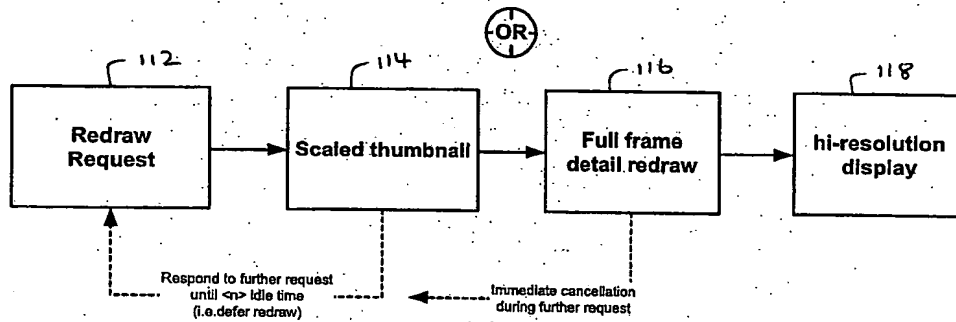
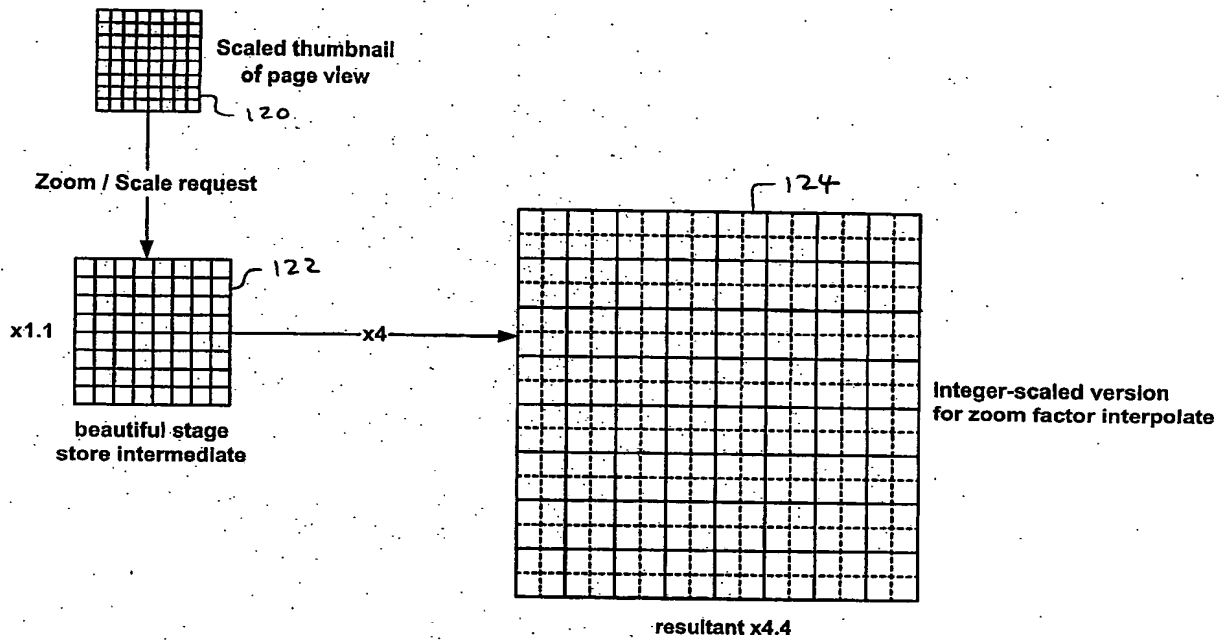


FIG. 2B

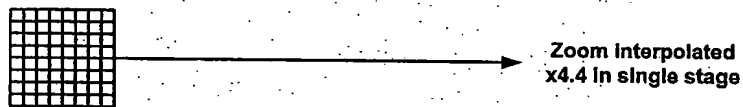


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FIG. 3



Versus



- Intermediate stage 'infrequent' & therefore can use beautiful/detailed scaling, versus rapid/cruder final or single stage scale.

FIG. 4A

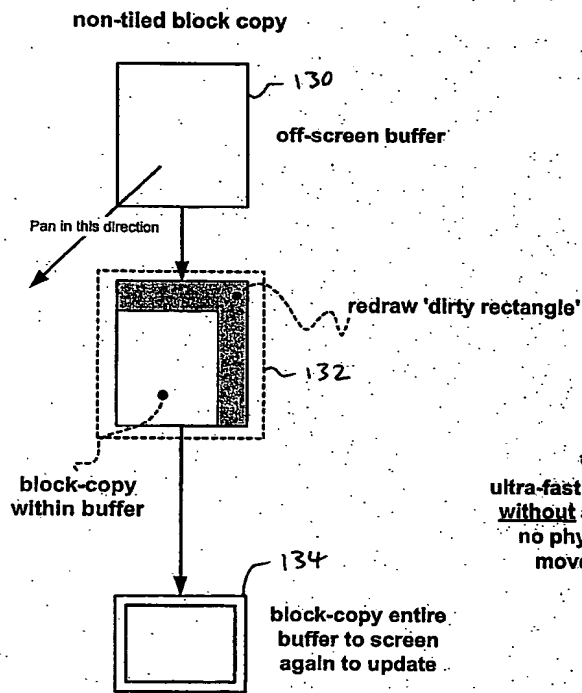
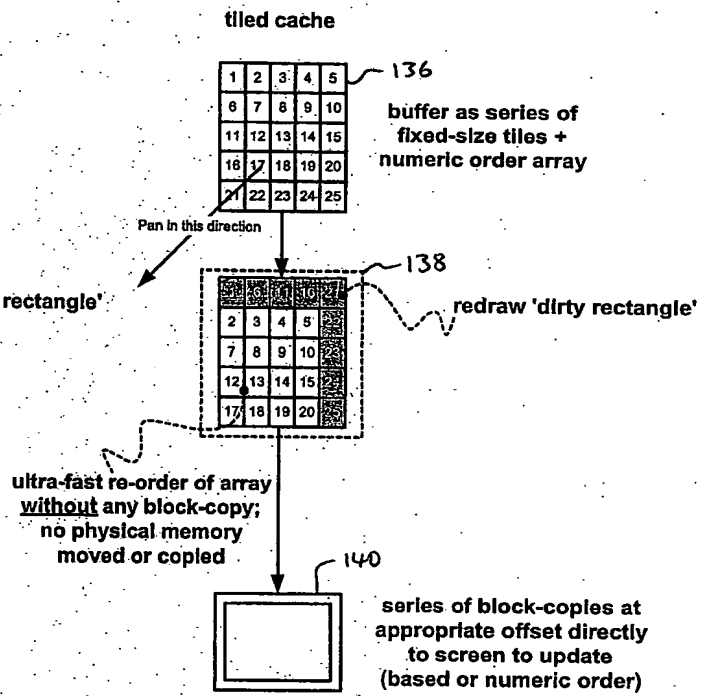


FIG. 4B



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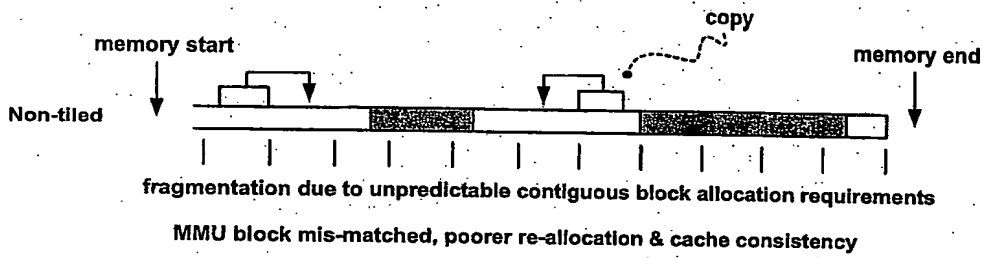





FIG. 5A

 = unused (released) blocks

 = large numbers of physical memory copy operations

 = physical memory MMU

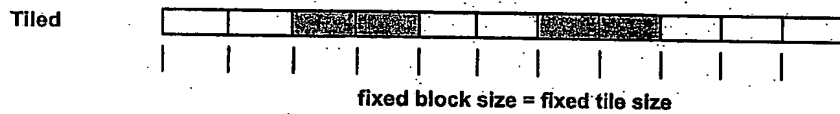
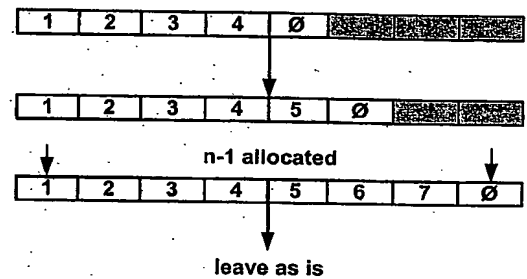
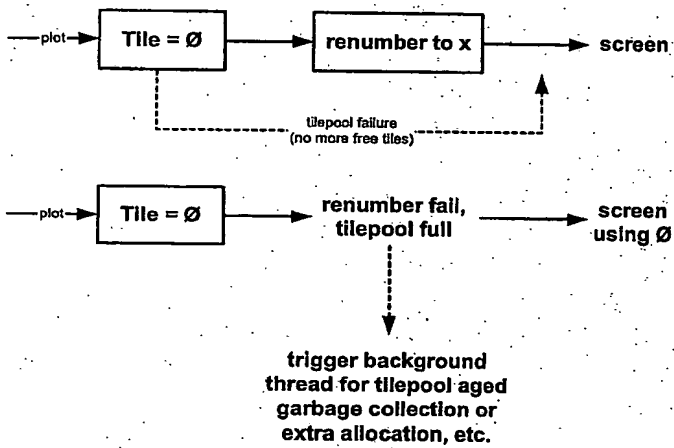


FIG. 5B

unlimited amount of fragmentation has no effect on usability  
no copy operations required (for buffer re-centering Fig.24)  
potential perfect synchronisation with MMU predictability  
& extensibility of pool (I)

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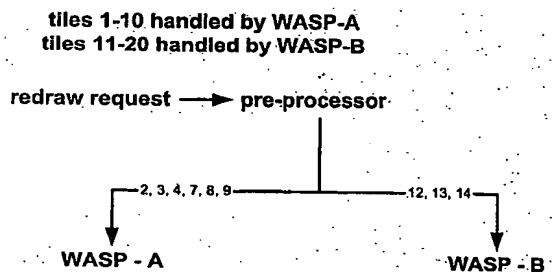
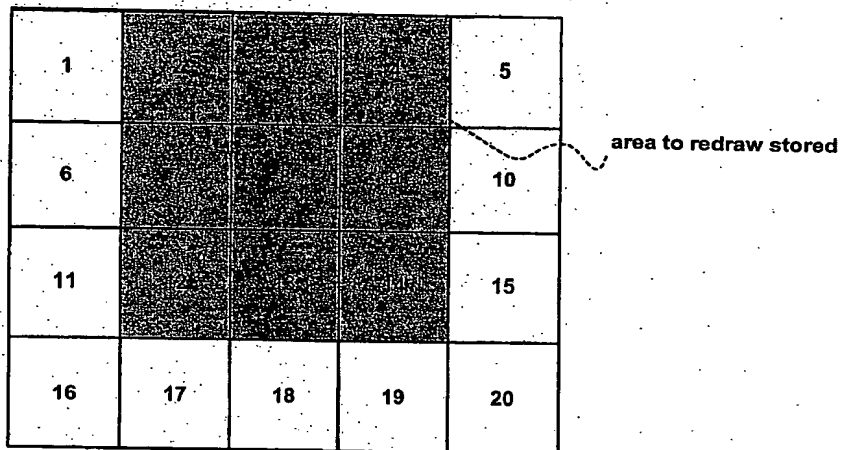
FIG. 5C



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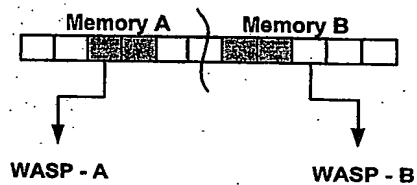
00035403, 041601

FIG. 6



(OR)

based on memory map of Fig. 5B  
split pool accordingly regardless of  
screen position

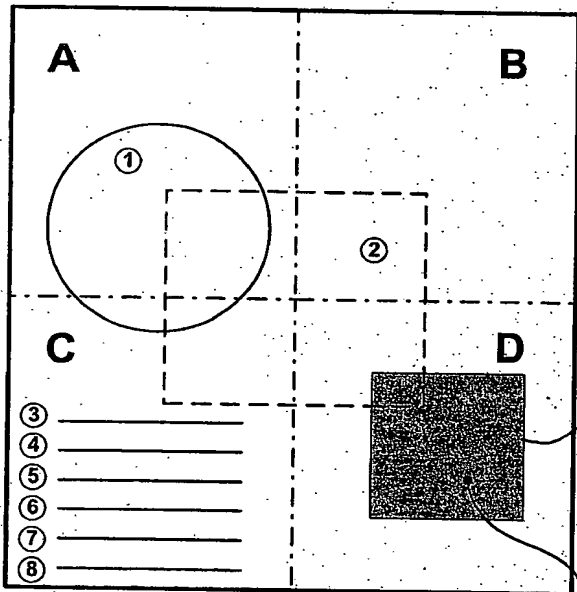


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FIG. 7



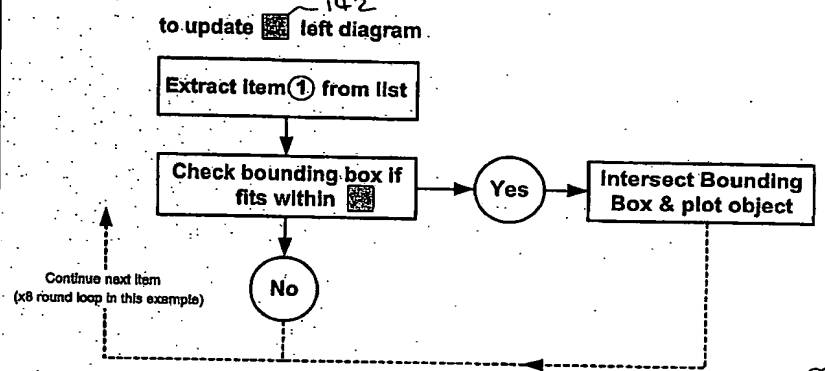
4 Zones | A, B, C, D  
8 Objects | ① - ⑧

By Zone: A = ①, ②  
B = ②  
C = ①, ②, ③...⑧  
D = ②

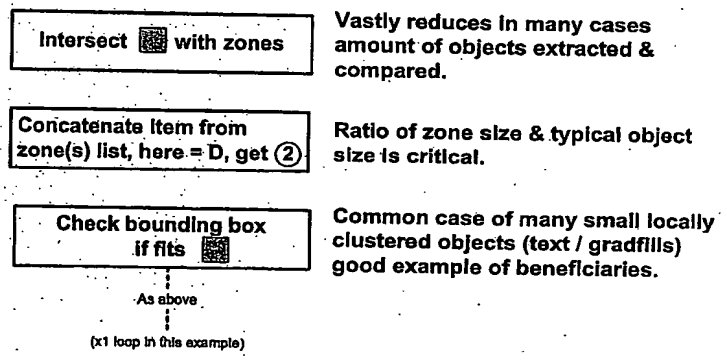
area to be re-referred

FIG. 8

Without Zoning:



With Zoning:



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